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**Dariush**

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- (54) **REAL TIME POSTURE AND MOVEMENT PREDICTION IN EXECUTION OF OPERATIONAL TASKS**
- (71) Applicant: **Behzad Dariush**, Menlo Park, CA (US)
- (72) Inventor: **Behzad Dariush**, Menlo Park, CA (US)
- (73) Assignee: **HONDA MOTOR CO., LTD.**, Tokyo (JP)

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**G06F 17/50** (2006.01)

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CPC ..... **G06F 17/5095** (2013.01)

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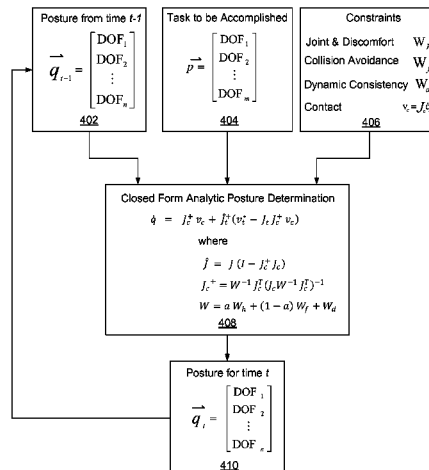
*Primary Examiner* — Thai Phan  
(74) *Attorney, Agent, or Firm* — Arent Fox LLP

(57) **ABSTRACT**

A system for determining the pose of an articulated model of a virtual subject in carrying out a task within a vehicle occupant packaging design is described. The system uses an initial posture of the articulated model prior to the virtual subject carrying out the task as a starting point. The system determines pose throughout the carrying out of the task by the virtual subject. The pose is determined based on the parameters of the virtual subject, the design, the task to be completed, and a set of constraints restricting the motion of the virtual subject. The pose can be analyzed to determine the feasibility of a design for a human subject, without the need for live subject testing. The method is analytically derived and results in a kinematically and dynamically consistent posture in real-time without requiring iterative optimization.

**24 Claims, 4 Drawing Sheets**

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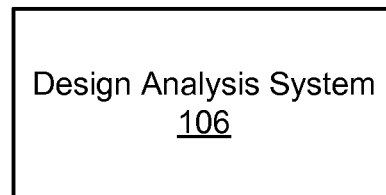
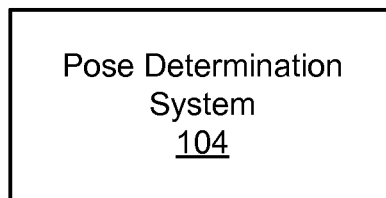
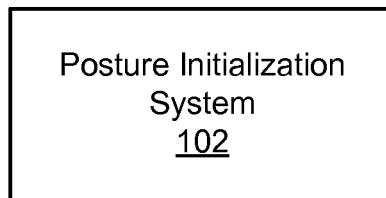


FIG. 1

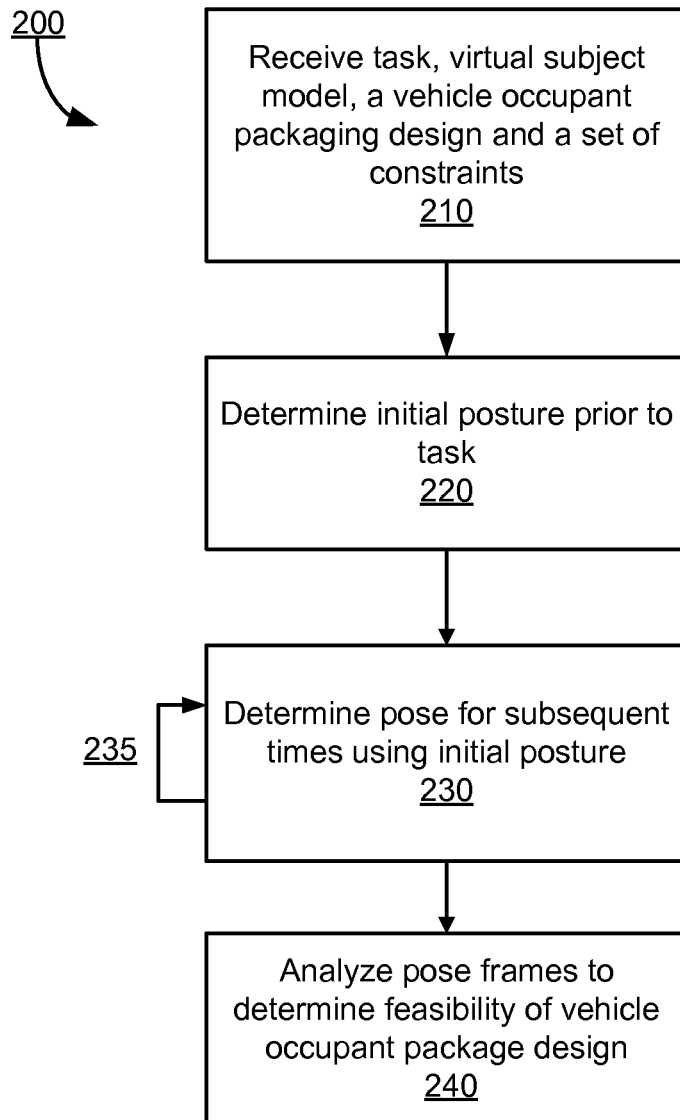


FIG. 2

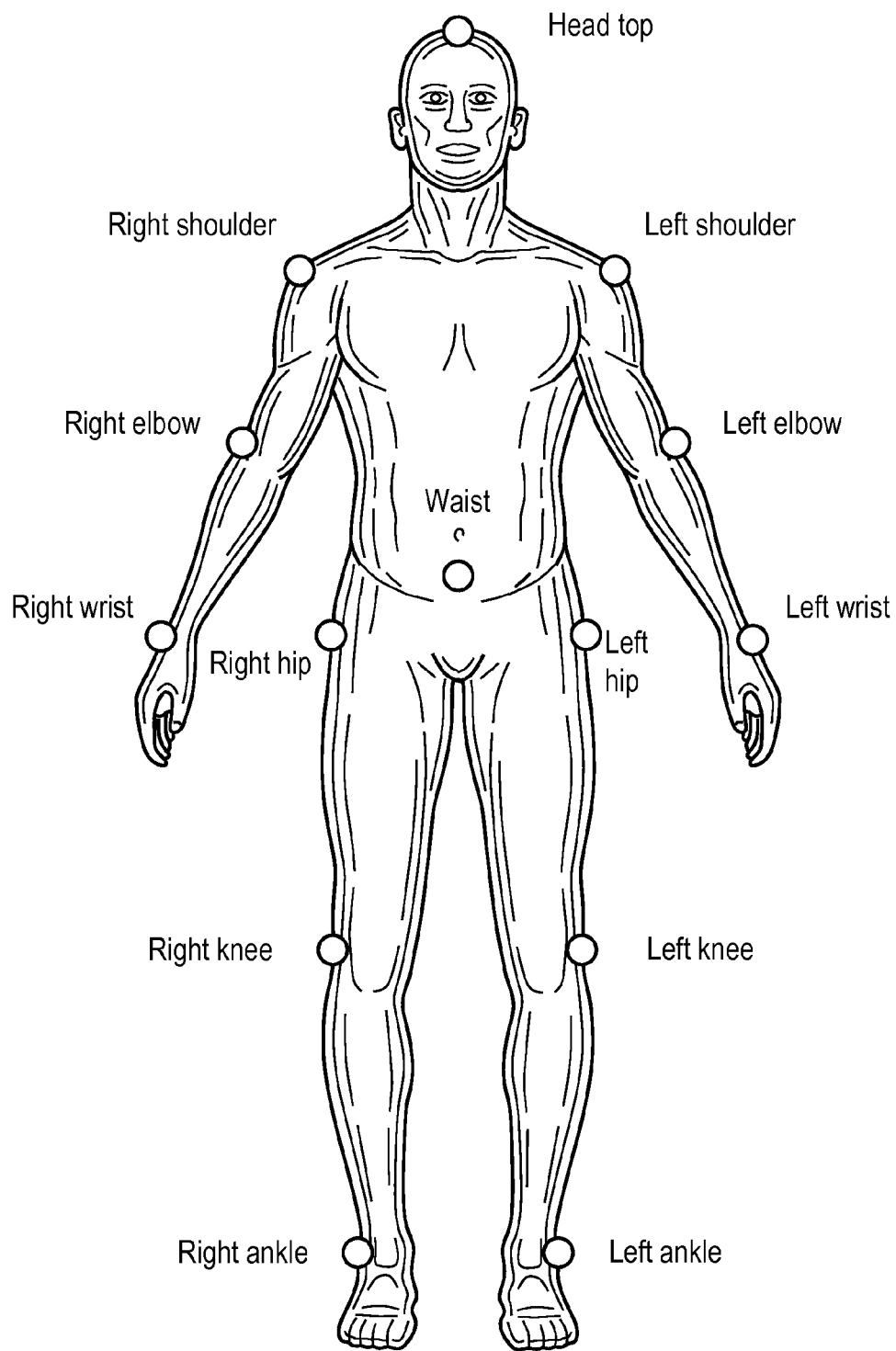


FIG. 3

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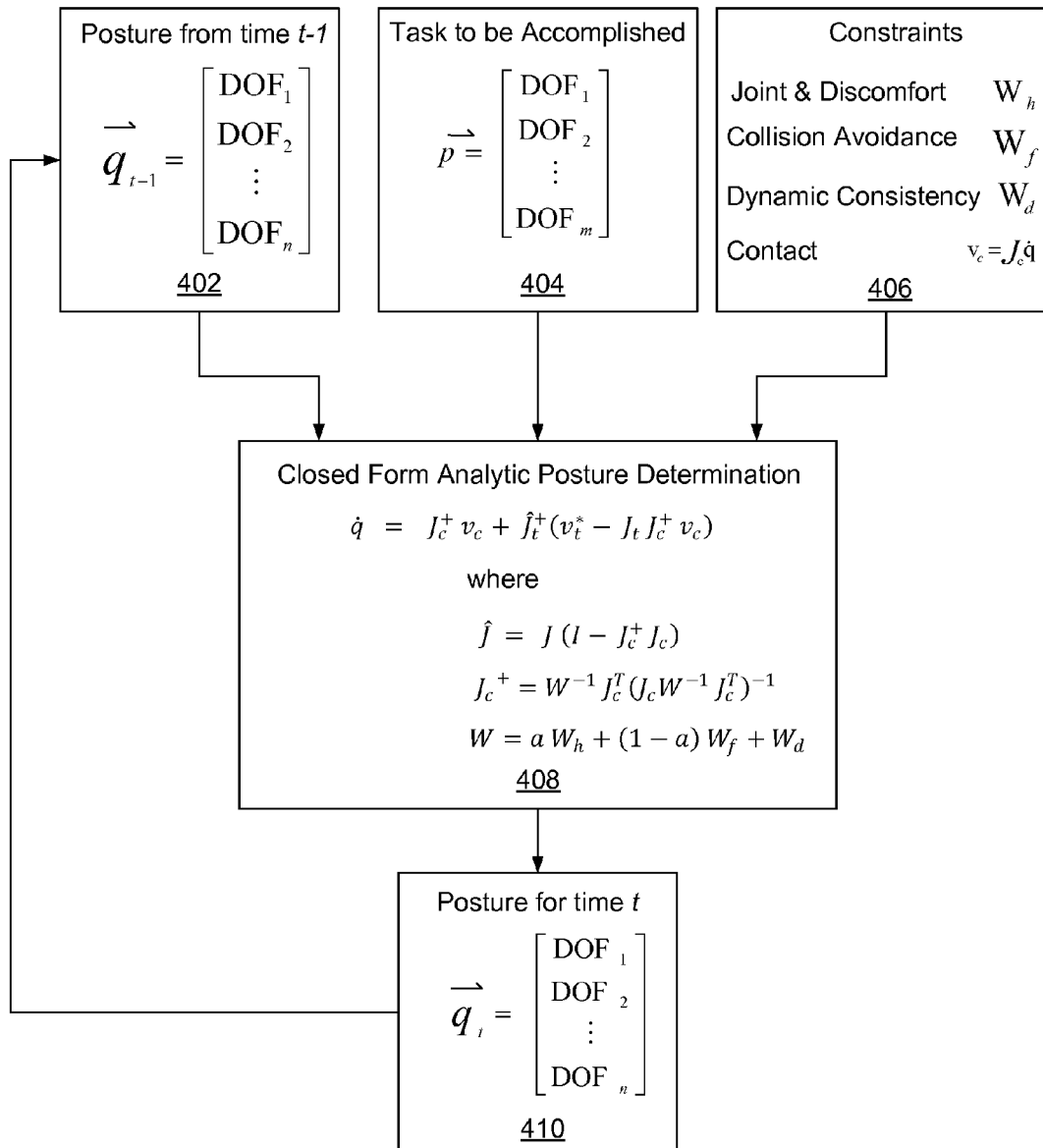


FIG. 4

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# REAL TIME POSTURE AND MOVEMENT PREDICTION IN EXECUTION OF OPERATIONAL TASKS

## RELATED APPLICATIONS

This application claims the benefit of U.S. Provisional Application No. 61/622,393, filed Apr. 10, 2012, the content of which is incorporated by reference herein in its entirety.

## BACKGROUND

### 1. Field of Disclosure

The disclosure generally relates to the field of pose prediction for articulated models for use in vehicles for determining the usability of vehicle occupant package designs.

### 2. Description of the Related Art

Vehicle occupant packaging refers to the portions of the interior space of the vehicle that are occupied by the driver and passengers of the vehicle. Vehicle occupant packaging can include a number of different features including, for example, seat design, handbrake positioning and operation, steering wheel positioning and orientation, center console design, and door handle design and operation. Vehicle occupant packaging design refers to the general field that is concerned with designing vehicle occupant packaging so that a given vehicle's interior is both functional as well as comfortable. As vehicle designs vary widely and are iteratively improved with each new generation of vehicles, vehicle occupant packaging also needs to be redesigned and improved on a continual basis.

Typically, a new vehicle occupant packaging is tested by producing a full scale model of a given design, and then testing that design with a number of different human subjects. The human subjects used in the test will ideally be spread out across a wide range of physical characteristics including, for example, height, weight, gender, limb length (e.g., leg and arm length), strength, and joint range of motion. This helps ensure that a tested and approved vehicle occupant packaging will be operable by a significant majority of the human population.

Several different software simulation packages are available that allow for simulation of a vehicle occupant packaging design, as well as allow for simulation of testing of virtual subjects. These virtual subjects are computer models of human subjects, where the virtual subjects have the same variation of physical characteristics (e.g., height, weight, limb length) that are used in real life vehicle packaging design testing. Examples of these software packages include, for example, JACK offered by SIEMENS, and DELMIA offered by DASSAULT SYSTEMES.

These software packages improve the vehicle occupant packaging design process by allowing for design iteration without the need for a physical prototype for each design iteration. For example, software design packages allow a designer to test whether a human subject will fit in the given design (e.g., whether they will physically be able to reach the hand brake throughout its full range of motion). Further, these software packages allow calculation of a single static human posture when operating some aspect of the vehicle (e.g., the posture, fixed in time, when grasping the handbrake). Generally, these software packages calculate the single static posture using statistical regressions which take a long time to calculate, and thus cannot be determined in real time.

A drawback of existing design software packages is that they currently cannot provide the full range of information that is collected when conducting a live human subject test

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with a full scale test model. Consequently, it is still common practice to conduct a live test on a finalized (or semi-finalized) design, in order to make up for the deficiencies of existing software design packages.

## APPLICATION SUMMARY

Embodiments of the present invention provide a method (and corresponding system and computer program product) for determining a pose of a virtual subject in a vehicle occupant packaging design subject to a set of constraints.

In one embodiment, a computer-implemented method, system, and non-transitory computer-readable storage medium containing executable computer program code are described for determining pose. Determining pose comprises accessing an initial posture of an articulated system at an initial time, the initial posture comprising angles for a plurality of degrees of freedom of the articulated system. Determining pose further comprises accessing a vehicle occupant packaging design and a task to be accomplished by the articulated system within the design. Determining pose further comprises accessing a set of constraints limiting how the degrees of freedom of the articulated system are manipulated to accomplish the task, wherein the constraints comprise a contact constraint preventing motion by the articulated system away from a component present in the design. A plurality of postures are determined for the articulated system subsequent to the initial time during accomplishment of the task, wherein determining the postures comprises determining a manipulation over time of the degrees of freedom of the articulated system that accomplishes of the task while also obeying the set of constraints.

The features and advantages described in the specification are not all inclusive and, in particular, many additional features and advantages will be apparent to one of ordinary skill in the art in view of the drawings, specification, and claims. Moreover, it should be noted that the language used in the specification has been principally selected for readability and instructional purposes, and may not have been selected to delineate or circumscribe the disclosed subject matter.

## BRIEF DESCRIPTION OF DRAWINGS

FIG. 1 is a block diagram illustrating a computer system for evaluating a vehicle occupant packaging design, according to one embodiment.

FIG. 2 is a flowchart for determining a virtual subject's posture over time when carrying out a task in a vehicle occupant packaging design, according to one embodiment.

FIG. 3 is an example illustration of an articulated model of a virtual subject, according to one embodiment.

FIG. 4 is a flowchart for determining an individual posture during accomplishment of a task within a design, according to one embodiment.

The figures depict various embodiments of the embodiments for purposes of illustration only. One skilled in the art will readily recognize from the following discussion that alternative embodiments of the structures and methods illustrated herein may be employed without departing from the principles of the embodiments described herein.

## DETAILED DESCRIPTION

Embodiments are now described with reference to the figures, where like reference numbers indicate identical or functionally similar elements. Also in the figures, the left most

digits of each reference number corresponds to the figure in which the reference number is first used.

#### System Overview

FIG. 1 is a block diagram illustrating a computer system **100** for evaluating a vehicle occupant packaging design, according to one embodiment. Generally, the computer system **100** receives a vehicle occupant packaging design (referred to simply as a design) to be evaluated, parameters describing an articulated model of a virtual subject, a set of constraints limiting the motion of the virtual subject within the design, and one or more physical tasks (also referred to as operational tasks) to be carried out by the virtual subject within the design. The computer system **100** is configured to determine (or track) the pose of the virtual subject as the virtual subject carries out one or more of the physical tasks in the vehicle occupant packaging design. The pose of the virtual subject in carrying out the task/s is analyzed to determine the feasibility (or usability) of the design for potential drivers and/or passengers matching the size and shape of the virtual subject.

The design describes the interior cockpit of a vehicle. The design includes a number of components, examples of which include a seat having a length and height, a headrest, a steering wheel, pedals (e.g., gas, brake, and clutch), a handbrake, an audio/video system located in a center console, instrument sticks (e.g., to control lights and wiper blades), and a dashboard. This list of components is merely exemplary and is not meant to be exhaustive. The design also include sizes (e.g., proportions) for components, as well as relative distances, absolute positions, and orientations between the various components. For example, the distance between the steering wheel and the seat, and between the pedals and the seat may also be included in the design. The design may also include ranges of possible positions for the various components. For example, in many designs the seat may be raised or lowered, tilted, or moved forward or backward within the frame of the cockpit as a whole. Similarly, the steering wheel may be moved forward or backward or raised or lowered. Being able to reposition and reorient these components greatly affects the usability of a particular vehicle occupant packaging design by different segments of the human population.

The virtual subject is represented by the computer system **100** as an articulated model of a real human subject. By modeling human subjects in terms of an articulated model, the computer system **100** allows for evaluation of the designs without the need for a full scale model and human test subjects. Generally, the articulated models of virtual subjects are similar, as most of the human population has two arms, two legs, a torso, a head, a neck, a waist etc. The parameters of the virtual subject allow for differentiation between virtual subjects which mirrors the differentiation between members of the human population as a whole. Parameters may include limb lengths (e.g., of the forearm, upper arm, the upper and lower leg, and torso length), virtual subject height in total, virtual subject total weight, joint ranges of motion, virtual subject vision field of view, disabilities, and other features. As above, this list of parameters is merely exemplary and is not meant to be exhaustive.

FIG. 3 is an example illustration of an articulated model of a virtual subject, according to one embodiment. In the example of FIG. 3, the virtual subject is defined by a number of features on the body including, for example, a head top, a right and left shoulder, a right and left elbow, a right and left wrist, a right and left hip, a right and left knee, and a right and left ankle. Generally, features are located at or near joints that can rotate about one or more axes. The axes around which a joint can rotate are referred to as degrees of freedom.

A given joint may have more than one degree of freedom. For example, the human elbow can rotate about two axes, and thus has two different degrees of freedom. One degree of freedom is associated with flexion/extension and a second degree of freedom associated with pronation and supination. Collectively, the angles of the degrees of freedom of the virtual subject and the parameters fully specify the static positioning of all limbs of the virtual subject. This is also referred to as a posture.

In one implementation, the parameters received for a virtual subject represent one or more thresholds within human population as a whole. For example, the parameters received for a virtual subject may represent a driver or passenger who is in the 50th, 75th, 90th or 95th percentile for height and/or weight and/or limb length, and/or with respect to some other criteria. Evaluating a virtual subject representative of one of these thresholds allows the computer system **100** to determine the feasibility of a vehicle design with respect to a proportion of the population. For example, the parameters for two different virtual subjects may represent the 5th and 95th percentile of the human population by height. The computer system **100** may evaluate the design with respect to these two virtual subjects. If the design is feasible for both of these virtual subjects, the computer system **100** may conclude that the design is feasible for the entire portion of the human population falling within the 5th and 9th percentile by height. Testing designs against virtual subjects meeting various thresholds improves the efficiency of design testing by avoiding testing unnecessary virtual subjects who fall within ranges already tested. Testing virtual subjects who represents thresholds also allows the computer system **100** to report feasibility findings that are similar to industry expected test results.

Tasks set forth objectives to be accomplished that through motion of the virtual subject within the design. Tasks may include, for example, manipulation of one or more components of the design (e.g., the pulling the handbrake). In one implementation, a task may set forth a specific path of motion to be followed in order for the task to be accomplished. When the virtual subject reaches the end of the specified path, the task is considered to be completed. Specified paths may be used where the design itself dictates how certain components within the design may be manipulated. Using the handbrake example from above, the design may specify that when pulling the handbrake, the handbrake can only travel through a certain path, such as making an angular rotation relative to a fixed point. In other instances, rather than specifying a path of motion, a task may also merely specify a starting point and an end point for a task (e.g., motion of an overhead sun visor to cover the top of the driver's side window). In these instances, the pose of the virtual subject is tracked through one of many possible paths which reaches the end point. When the end point is reached, the task is considered completed.

The set of constraints limit how the virtual subject may move within the design while accomplishing the tasks. The set of constraints may include several different types of constraints including, for example, one or more contact constraints, one or more discomfort constraints, one or more joint limit constraints, one or more collision avoidance constraints, and a dynamic consistency constraint. For example, a contact constraint may be specified to indicate that the virtual subject maintain contact between the subject's upper legs and/or back the car seat throughout accomplishment of the task. Another contact constraint may be defined to maintain contact between the subject's feet and the car's pedals, and so on.

In one implementation, the computer system **100** includes a posture initialization system **102**, a pose determination system **104**, and a design analysis system **106**.



The posture determination system **102** is configured to determine an initial posture of the virtual subject using the design, the virtual subject parameters, the task/s to be completed, and the set of constraints. As introduced above, posture refers to the static pose of the virtual subject at a particular instant in time. In one implementation, the posture comprises a vector of values, each value describing an orientation (or angle) of a degree of freedom of the articulated model of the virtual subject at that instant in time. The initial posture of the subject is determined from a point in time just before the beginning of any of the tasks to be completed. For example, if the task to be completed is pulling the handbrake of the vehicle, the initial posture of the virtual subject is determined such that the virtual subject has their hand on the handbrake, but has not yet begun pulling.

In one embodiment, the task/s to be completed specify initial conditions for the virtual subject's posture prior to beginning the tasks. Using the handbrake example above, these initial conditions may include specifying where the virtual subject's hand should be positioned just prior to starting the task. If the virtual subject is unable to satisfy even the initial conditions of the task (let alone accomplish the task), then the computer system **100** may exit out of this process and indicate that the specified tasks cannot be completed for the specified virtual subject. Initial posture determination is further described below.

Using the initial posture, the pose determination system **104** is configured to determine the pose of the virtual subject as the virtual subject carries out the one or more specified tasks while also adhering to the set of constraints. Pose refers to the dynamic (e.g., time varying) posture of the virtual subject throughout the accomplishment of the tasks. In one implementation, the pose comprises a number of individual postures captured at sequential units of time. The pose determination system **104** is configured to receive as input the initial posture prior to starting the task, the parameters of the virtual subject, the task/s to be completed, and a set of constraints limiting the path of motion taken to accomplish the tasks. If the virtual subject is unable to complete the specified tasks without violating the constraints, then the computer system **100** may exit out of this process and indicate that the specified tasks cannot be completed for the specified virtual subject. The determination of pose throughout the accomplishment of one or more tasks is described below.

The design analysis system **106** is configured to analyze the pose generated by the pose determination system **104** to determine the feasibility of the design. The feasibility of a design may be based on a number of different factors. These factors may include, for example, the amount of torque and/or force required of the virtual subject to accomplish a task (or several tasks simultaneously), a numerical degree of discomfort experienced by the virtual subject in accomplishing the tasks, the physiological effort that the virtual subject maintains to hold a static pose upon completion of a task, and the amount of energy consumed to accomplish the task starting from the initial posture.

Based on this analysis, feasibility may be formulated as a yes/no answer indicating whether or not the virtual subject is able to complete the designated tasks in the design while also adhering to the set constraints. Feasibility may also be formulated in terms of one or more numerical values indicating, for example, the amount of torque or force required to complete the tasks, the degree of discomfort experienced in completing the tasks, physiological effort in holding the end position of the task, and the energy consumed in completing the tasks. These numerical values may collectively represent fea-

sibility, and/or may be combined into a single number using a closed-form analytic function to provide a single feasibility value.

#### Initial Posture Determination

As introduced above, the posture initialization system **102** is configured to determine an initial posture of the subject prior to starting the task/s to be accomplished subject to the set of constraints imposed on the virtual subject's motion. In one embodiment, the initial posture is determined using a numerically iterative multi objective optimization (MOO) technique. The initial posture is based on the parameters of the virtual subject. The parameters include anthropometric parameters such as limb dimensions, limb masses, limb inertia, limb center of gravity, etc. These parameters dictate the scalings of the various limbs.

Using this technique, system **102** outputs the initial posture as a vector  $q$  at  $t=t_0$  prior to beginning the task while the virtual subject is within the design. The vector  $q$  includes a numerical value for each degree of freedom in the articulated model of the virtual subject. That is, the initial posture describes the orientation of every joint in the virtual subject's body. The vector  $q$  is implicitly a function of the parameters, and the scale of the limbs derived from the parameters using statistical regression. The initial posture is in the frame of reference of the design, and thus, the initial posture describes how the virtual subject is positioned within the vehicle cockpit. An example initial posture can be qualitatively described as the virtual subject sitting in the car seat with their arms on the steering wheel and their feet on the pedals.

To determine the initial posture, the system **102** finds the vector  $q$  that is a local minimum to a scalar function  $f(q)$  subject to the set of constraints  $c(q)$  on the allowable orientations for each degree of freedom in  $q$ . For an individual degree of freedom  $q$ , this may be represented as:

$$\begin{aligned} \min_q f(q) \\ \text{s.t. } u_{lb} \leq c(q) \leq u_{ub} \\ q_{min} \leq q \leq q_{max} \end{aligned}$$

The function  $f(q)$  includes two separate objectives,  $f_1(q)$  and  $f_2(q)$  such that  $f(q)=f_1(q)+f_2(q)$ . The first objective  $f_1(q)$  minimizes the distance between the current positions of the features of the virtual subject (e.g., their hands and feet), as specified by the vector of degrees of freedom  $q$  and the parameters, and the position the virtual subject's features should be in to begin the task, as specified in the vector  $p$ . In one embodiment, this minimization is accomplished based on the sum to squared tracking error norm:

$$f_1(q) = \frac{1}{2} \sum_{i=1}^k \beta_i \|e_i\|^2 \quad (2)$$

In this case,  $e_i$  is the tracking error for each entry in the task vector  $p$ . The tracking error for an individual task may in general describe the position error, denoted by  $(e_p)$ , and orientation error, denoted by  $(e_o)$ .

$$e_i = [e_o, e_p]^T \quad (3)$$

The position error is defined as  $e_{p_i} = p_{d_i} - p_i$ , where  $p_{d_i}$  and  $p_i$  correspond to the desired and predicted positions for the task, respectively. The orientation error in terms of an angle and axis error is defined as

$$e_o = 1/2(n \times n_p + s \times s_p + a \times a_p) \quad (4)$$

where  $R_{d_i}=[n_r, s_r, a_r]$  and  $R_{i_r}=[n_s, a_s]$  correspond to the desired and predicted unit vector triple representation of the task  $p$ , respectively. The desired position and desired orientation of the task/s are part of the design (or are determined by measurement). The predicted position and predicted orientation of the task/s are a function of the computed vector  $q$ . The predicted position and orientation of the task/s are determined using a forward kinematics function. Further,  $\beta_i$  is a scalar to give a relative priority for the execution of each of the tasks to be performed.

The second objective minimizes a discomfort constraint as defined by Equation 23, described further below. This preference the initial posture towards joint positions that are more comfortable for the user.

$$f_2(q) = \frac{1}{2} \|h_1(q)\|^2 \quad (5)$$

The minimization of the function  $f(q)$  is subject to a constraint function  $c(q)$  that is bounded by  $u_{lb}$  (lower bound) and  $u_{ub}$  (upper bound). Thus,  $f(q)$  is minimized while always maintaining  $c(q)$  between  $u_{lb}$  and  $u_{ub}$ . The values of  $u_{lb}$  and  $u_{ub}$  may be finite or infinite. In one embodiment, the constraint function  $c(q)$  includes two parts,  $c_1(q)$  and  $c_2(q)$  such that  $c(q) = c_1(q) + c_2(q)$ . The first constraint function  $c_1(q)$  enforces constraints on the joint torques  $\tau_g$  exerted by the joints of the virtual subject at static equilibrium.

$$\tau_g = c_1(q) = \tau_{gs}(q) + J^T f_{es} \quad (6)$$

where  $f_{es}$  are the external forces operating on the virtual subject's joints under static conditions and where  $\tau_{gs}(q)$  describe gravitational torques operating on the virtual subject's joints which may be calculated from,

$$\tau_g(q) = \sum_{j=1}^n m_j g^T J_{cogj} \quad (7)$$

where  $J_{cogj}$  denotes the Jacobian matrix at the center of gravity of each segment and  $g$  is the  $3 \times 1$  vector of gravitational acceleration.

The second constraint function  $c_2(q)$  is used to avoid self-collisions and collisions with the environment. In one implementation,  $c_2(q) = d_k(q)$  where

$$d_k(q) > 0 \quad \forall k \in \{1, n_c\} \quad (8)$$

where  $d_k$  is the minimum distance between a possible  $n_c$  pairs of points including a point on the virtual subject's body, and either another point on the virtual subject's body or a point on another external object present in the design being tested. Thus, while minimizing  $f(q)$  at all times  $d_k(q)$  is maintained to be greater than zero for all points on the virtual subject's body.

In summary, the initial posture is determined according to the following:

$$\begin{aligned} & \min_q f_1(q) + f_2(q) \\ & \text{s.t. } q_{min} \leq q \leq q_{max} \\ & \tau_{lb} \leq \tau_s < \tau_{ub} \\ & 0 < d_k(q) \quad \forall k \in \{1, n_c\} \end{aligned}$$

In one embodiment, the initial posture may be determined using a nonlinear constrained optimization solver. Examples of nonlinear constrained optimization solves include the MATLAB™ OPTIMIZATION TOOLBOX and the nonlinear interior point trust region optimization (KNITRO).

## Pose Determination Kinematic Model

As introduced above, the pose determination system 104 is configured to determine the pose of the subject through the accomplishment of one or more tasks while also adhering to the set of constraints imposed on the virtual subject's motion. In one embodiment, the initial posture is determined using a closed form multi objective optimization (MOO) technique. This technique incorporates a differential kinematic model to determine pose. The technique is analytically derived and runs in real-time. Using this technique, system 104 outputs the pose as a set of posture vectors  $q$  at a number of times  $t$  after the initial posture at  $t_o$ , where the number of times  $t$  depends upon the number of posture frames desired in the pose and the tasks to be completed.

As above, each vector  $q$  includes a numerical value for each degree of freedom in the articulated model of the virtual subject. The posture at time  $t$  may be represented as vector  $q = [q_1, \dots, q_n]^T$ . Here,  $n$  represents the total number of degrees of freedom. Individually, each vector for an individual time  $t$  represents a posture of the virtual subject. Collectively, the vectors  $q$  along with the parameters represent the pose of the virtual subject. For example, if the task is to pull the handbrake, the pose would represent the orientations (and thus positions) of the virtual subject's joints throughout the motion of pulling the handbrake from start to finish.

Regarding tasks, there may be more than one task to be completed. Consequently, here  $i(i=1 \dots k)$  is the index associated with each task. Consider a scenario to execute  $k$  operational tasks whose time history of position and/or orientation is specified. For each task, the vector  $p$  represents the time history of positions and/or orientations of each task. Whereas the virtual subject is represented using only angles for each degree of freedom, in contrast the vector  $p$  for a task may include both positions (i.e., Cartesian) components, as well as rotational (i.e., angular) components.

Pose determination is a kinematic tracking control problem, in that the pose determination system 104 attempts to have the pose track the tasks. For tasks, a spatial velocity vector associated with a task specified is given by,

$$\dot{v}_i = [w_i \dot{p}_i]^T \quad (9)$$

where  $w_i$  is the angular velocity of the task frame and  $\dot{p}_i = \dot{p}_i$  is the Cartesian velocity of task  $i$ . Here, the reference frame of the task  $p$  is with reference to a global coordinate system that is initially aligned with the virtual subject's pelvis. The task frame is the reference frame of the body segment associated with a task  $p$ . The motion of the task  $p$  can be described relative to a global reference frame that is external to the body. Alternatively, the motion of the task  $p$  can be described relative to the global coordinate system, or relative to the motion of the virtual subject's pelvis. Not all tasks will have both position and orientation components. Some tasks will have only position components, and some tasks will have only orientation components.

To determine the posture of the articulated model at any instant in time after the initial posture at  $t_o$ , a differential kinematic model is used. The differential kinematic model maps the motion required to accomplish each of the specified tasks (e.g., by a path or using starting and end points) to a corresponding motion by the virtual subject. This is accomplished by changing the values of the virtual subject's degrees of freedom (e.g., joints) over time. This creates a mapping between velocities of the joints (or joint space velocities) to the velocity of the task/s (or task space velocities). In one embodiment, the differential kinematic model for performing this mapping may be expressed as:

$$\dot{v} = J \dot{q}, \quad (10)$$

where  $J$  corresponds to the augmented Jacobian matrix,

$$J = [J_1^T \dots J_i^T \dots J_k^T]^T. \quad (11)$$

The Jacobian is the partial derivative of each task  $p$  (for  $k$  tasks) with respect to  $q$ . Stated differently, it is the motion of the task with respect to the motion of the joints of the human subject. The Jacobian matrix may be decomposed to its rotational and translational components, denoted by  $J_o$  and  $J_p$ , respectively.

$$J = \begin{bmatrix} J_o \\ J_p \end{bmatrix}. \quad (12)$$

#### Determining Pose with the Inverse of the Differential Kinematic Model

Using the differential kinematic model described in equation 10, the posture  $q$  at any given instant in time  $t_i$  by determining  $\dot{q} = q_i - q_{i-1}$ . At the start of the task, the initial posture can be used. In one embodiment, the posture  $q$  at a given instant in time  $t_i$  is determined by minimizing the Cartesian error between the predicted task position and/or orientation  $p_i$  at time  $t_i$ , and the vector  $q_i$ . A first order closed loop inverse kinematic (CLIK) formulation inverting equation 10 can be used to minimize the Cartesian error and determine posture  $q$ . A feedback correction term is added to improve tracking performance. The CLIK formulation is:

$$\dot{q} = J^*(\dot{v}_d + K_p e) \quad (13)$$

where  $v_d$  is a desired spatial velocity vector and where  $e$  is the tracking error between a desired task vector and the predicted task vector. The predicted posture is obtained by numerical integration of Eq. 13. Once  $q$  is obtained, the predicted task vector can be computed by solving the forward kinematic equations which are a function of  $q$ . The desired task vector  $p_i$ , including positions and orientations ( $P_d, \Theta_d$ ) is known from the task itself (e.g., from a provided path of motion or end point).  $K_p$  is a diagonal feedback gain matrix that controls the rate of convergence of the error, and  $J^*$  is the right pseudo-inverse of  $J$  weighted by the positive definite matrix  $W$

$$J^* = W^{-1} J^T (J W^{-1} J^T)^{-1}, \quad (14)$$

In practice, considering the occurrence of singularities in the matrix  $J$ , Eq. 14 may be replaced with a singularity robust damped least squares pseudo-inverse.

The tracking error  $e$  for an individual task  $i$  may include both position error, ( $e_{p_i}$ ) and orientation error ( $e_{o_i}$ ) components. These may be represented together as:

$$e_i = [e_{o_i} e_{p_i}]^T \quad (15)$$

The position error is simply defined as  $e_{p_i} = p_{d_i} - p_i$ , where  $p_{d_i}$  and  $p_i$  correspond to the desired and predicted task positions, respectively. Orientation error may be expressed in terms of an angle and axis error as:

$$e_{o_i} = 1/2(n \times R_{d_i} + s \times R_i + a \times a_i) \quad (16)$$

where  $R_{d_i} = [n, s, a_i]$  and  $R_i = [n, s, a]$  correspond to the desired and predicted unit vector triple representation of the task orientation, respectively.

The weight matrix  $W$  enforces at least some of the constraints that limit the motion of the virtual subject within the design. In one embodiment, the weight matrix  $W$  is a composite weight matrix that enforces a joint limit constraint, a self-penetration constraint, a joint discomfort constraint, and an energy expenditure constraint (also referred to as a dynamic consistency constraint. In one embodiment, the

composite weight matrix  $W$  is a diagonal matrix whose elements are derived from the set of constraints:

$$W = a W_h + (1-a) W_f + W_d \quad (17)$$

where  $W_h$  is a weight matrix whose elements are derived from the joint limit constraint and joint discomfort constraint,  $W_f$  is a weight matrix whose elements are derived from the collision constraint, and  $W_d$  is weight matrix whose elements are derived from the energy expenditure constraint. The parameter  $a$  is a scalar index which can be used to modulate the contribution of the first two weight matrices. Each of these constraints is further described below.

#### Incorporating Contact Constraints into Pose Determination

In evaluating designs, one type of constraint is a contact constraint between the virtual subject and components of the design. Contact constraints indicate surfaces that the virtual subject is expected to maintain contact with throughout the accomplishment of tasks. Examples of contact constraints are constant contact between the virtual subject's legs and back against the seat, head against the headrest, and feet against one or more of the pedals.

In one implementation, contact constraints are incorporated into the inverse kinematic model described in equation 13 above. In this implementation, the tasks to be accomplished and the contact constraints to be obeyed are viewed as separate sub-tasks, each with their own priority for accomplishment. The contact constraints are the higher priority sub-task. The actual (or operational) tasks to be accomplished are the lower priority sub-task. In one embodiment, the operational tasks to be accomplished operate in the null-space of the contact constraint sub-task. Failure to simultaneously enforce contact constraints while accomplishing operational tasks suggests that the design is not feasible for the virtual subject in question. The number of contact constraints which can be enforced depends on the degree of redundancy of the system. The degree of redundancy can be determined based on the number of degrees of freedom of the virtual subject less the number of degrees of freedom required to accomplish the task/s and also obey the set of constraints. Contact constraints can be prioritized in advance or during the simulation to give higher priority to one constraint over another.

Using the differential kinematic model from equation 10 above, contact constraints can be expressed as:

$$v_c = J_c \dot{q} \quad (19)$$

where  $v_c$  is the velocity vector of the constraint and  $J_c$  is the associated jacobian. In many cases, the contact constraints include points of contact between the virtual subject and a component of the design, where the points of contact that are fixed relative to the global frame. In these cases, therefore,  $v_c = 0$ .

The inverse kinematic model incorporating the kinematic model for accomplishing tasks (equation X) and the kinematic model for adhering to a contact constraint (equation 10) may be represented by

$$\dot{q} = J_c^+ v_c + \hat{J}_i^+ (v^* - J_c J_c^+ v_c) \quad (20)$$

where

$$\hat{J} = J(I - J_c^+ J_c) \quad (21)$$

and where  $I$  is the identity matrix, and  $v^* = (v_d + K_p e)$ , and where as above,  $J^+ = W^{-1} J^T (J W^{-1} J^T)^{-1}$  (equation 14, repeated for clarity) and where

$$J_c^+ = W^{-1} J_c^T (J_c W^{-1} J_c^T)^{-1}. \quad (22)$$

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The first term in Eq. 22,  $J_c^+ v_c$ , describes the higher priority sub task to enforce contact constraints. The second term,  $\hat{J}_t^+(v^* - J_c^+ v_c)$ , lies in the null space of the primary sub task and is included to execute the operational tasks. As described previously, the generalized inverses in equation 20,  $J_c^+$  and  $\hat{J}_t^+$ , are weighted by  $W$  to satisfy constraints in the set of constraints other than the contact constraints.

As introduced above, the posture  $q$  at any given instant in time  $t_i$  by determining  $\dot{q} = q_i - q_{i-1}$ .

#### Discomfort and Joint Limit Constraints

The discomfort constraint is configured to reward virtual subject postures where the subject's joints are near a neutral position and increasingly penalizes virtual subject postures as the subject's joints approach joint limits. Thus, the discomfort constraint evaluates the virtual subject's discomfort level based on the current angle of the subject's joints ( $q_i$  for joint  $i$ ) relative to each joint's upper ( $q_{i,max}$ ) and lower ( $q_{i,min}$ ) angular limit. According to this, the discomfort constraint  $h_1(q)$  may be expressed as:

$$h_1(q) = \sum_{i=1}^n a_i \left( \frac{q_i - q_{i,N}}{q_{i,max} - q_{i,min}} \right)^2 \quad (23)$$

where  $a_i$  is a joint-dependent scaling factor,  $q_i$  represents the generalized coordinates of the  $i_{th}$  degree of freedom, and  $q_{i,N}$  is the neutral position of joint.

The gradient of  $h_1$ , denoted as  $\nabla h_1$ , represents a joint limit gradient function, an  $n \times 1$  vector whose entries point in the direction of the fastest rate of increase of  $h_1(q)$ .

$$\nabla h_1 = \frac{\partial h_1}{\partial q} = \left[ \frac{\partial h_1}{\partial q_1}, \dots, \frac{\partial h_1}{\partial q_n} \right]. \quad (24)$$

The element associated with joint  $i$  is given by

$$\nabla h_{1i} = \frac{\partial h_1}{\partial q_i} = 2a_i \left( \frac{q_i - q_{i,N}}{q_{i,max} - q_{i,min}} \right) \quad (13)$$

The function  $|\nabla h_{1i}|$  is equal to zero if the joint is at its neutral posture and increases linearly toward the limits.

While the discomfort constraint penalize joint motions that are away from a joint's neutral position, it does not enforce joint limit constraints. The joint limit constraint may be expressed as

$$h_2(q) = \sum_{i=1}^n \frac{1}{4} \frac{(q_{i,max} - q_{i,min})^2}{(q_{i,max} - q_i)(q_i - q_{i,min})} \quad (25)$$

The joint limit function  $h_2$  has higher values when joints near their limits and tends to infinity at the joint limits. The gradient of the joint limit function is given by:

$$\nabla h_{2i} = \frac{(q_{i,max} - q_{i,min})^2 (2q_i - q_{i,max} - q_{i,min})}{4(q_{i,max} - q_i)^2 (q_i - q_{i,min})^2} \quad (26)$$

The function  $\nabla h_{2i}$  is equal to zero if the joint is at the middle of its range and goes to infinity at either limit.

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The superposition of the joint limit and discomfort constraints combines their individual effects, preventing the joints from violating their limits and penalizing joint motions that are away from their neutral positions. The combination of the two constraints may be expressed as:

$$h(q) = h_1(q) + h_2(q) \quad (26)$$

The gradient of the combination function  $h(q)$  is used to construct the weight matrix,  $W_h$  used in determining pose, for one or more joint limit and discomfort constraints.  $W_h$  is an  $n \times n$  diagonal matrix with diagonal elements  $W_{h_i}$ . The diagonal elements are computed by:

$$W_{h_i} = \begin{cases} 1 + |\nabla h_i| & \text{if } \Delta|\nabla h_i| \geq 0, \\ 1 & \text{if } \Delta|\nabla h_i| < 0. \end{cases} \quad (27)$$

The term  $h_i$  is the combined joint and discomfort constraint for joint  $i$ ,  $\nabla h_i$  is the gradient, and term  $\Delta|\nabla h_i|$  represents the change in the magnitude of the gradient. A positive value indicates the joint is moving toward its limit while a negative value indicates the joint is moving away from its limit. When a joint moves toward its limit, the associated weighting factor  $W_{h_i}$  becomes very large causing motion of the joint to slow down in the resulting pose determination (e.g., in the determination of  $q$  in the next instant in time). When the joint nearly reaches its limit, the weighting factor  $W_{h_i}$  approaches infinity and the corresponding joint virtually stops in the resulting pose determination. If the joint is moving away from the limit, the motion of the joint is unrestricted.

#### Collision Avoidance Constraints

The collision avoidance constraint prevents collision between different segments of the articulated model of the virtual subject (e.g., the arm and the chest), or between a segment of the articulated model and a component of the design (e.g., the arm and the door). If the two segments are connected at a joint, collision between the two segments can be prevented by limiting the joint range using the joint limit constraint. The collision avoidance constraint is configured to prevent collisions between segments that do not share the same joint, and between a segment and a component in the design. The collision avoidance constraint includes a minimum Euclidian distance  $d$  ( $d \geq 0$ ) between the two colliding things (either two segments or a segment and a component. In one embodiment, the collision constraint  $f(q, d)$  has a maximum value at  $d=0$  and decays exponentially toward zero as  $d$  increases, for example:

$$f = \rho e^{-\alpha d} d^{-\beta} \quad (28)$$

The rate of decay is controlled by adjusting the parameters  $\alpha$  and  $\beta$ . By increasing  $\alpha$ , the exponential rate of decay can be controlled so that the function approaches zero more quickly. The parameter  $\rho$  controls the amplitude. The gradient of the collision constraint  $f$ , denoted as  $\nabla f$  is an  $n \times 1$  vector whose entries point in the direction of the fastest rate of increase of  $f$ .

$$\nabla f = \frac{\partial f}{\partial q} = \left[ \frac{\partial f}{\partial q_1}, \dots, \frac{\partial f}{\partial q_n} \right] \quad (29)$$

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The gradient of the collision may be computed using

$$\frac{\partial f}{\partial q} = \frac{\partial f}{\partial d} \frac{\partial d}{\partial q} \quad (30)$$

The partial derivative of  $f$  with respect to  $d$  is

$$\frac{\partial f(q)}{\partial d} = -\rho e^{-\alpha d} d^{-\beta} (\beta d^{-1} + \alpha) \quad (31)$$

The partial derivative of  $d$  with respect to  $q$  is

$$\frac{\partial d}{\partial q} = \frac{1}{d} [J_a^T (x_a - x_b) + J_b^T (x_b - x_a)]^T \quad (32)$$

where  $x_a$  and  $x_b$  represent position vectors indicating the Cartesian locations of the two things who collision is sought to be avoided with the constraint (e.g., segments  $a$  and  $b$ , or the segment  $a$  and the component  $b$ , or vice versa).  $J_a$  and  $J_b$  are the associated Jacobian matrices for  $a$  and  $b$ . The coordinates  $x_a$  and  $x_b$  are obtainable using collision detection software.

The elements of the vector in the collision constraint gradient function of equation 29 represent the degree to which each degree of freedom of the virtual subject influences the distance to collision. In one embodiment, collision constraint gradient functions are used to construct the weight matrix  $W_f$  for use in determining the pose in light of one or more collisions constraints.  $W_f$  is an  $n \times n$  diagonal matrix with diagonal elements  $W_{f_i}$ . The diagonal elements are computed by:

$$W_{f_i} = \begin{cases} 1 + |\nabla f_i| & \text{if } \Delta |\nabla f_i| \geq 0, \\ 1 & \text{if } \Delta |\nabla f_i| < 0. \end{cases} \quad (33)$$

The term  $\nabla f_i$  represent the collision constraint gradient function with respect to joint  $i$ , the term  $\Delta |\nabla f_i|$  represent the change in the magnitude of the collision gradient function. A positive value of  $\Delta |\nabla f_i|$  indicates the joint motion is causing the virtual subject to move toward collision while a negative value indicates the joint motion is causing the virtual model to move away from collision.

When a joint's motion causes the virtual subject to move toward collision, the associated weight factor  $W_{f_i}$  becomes very large, causing the joint to slow down. When two limbs approach contact, the weight factor is near infinity and the joints contributing to motion towards collision virtually stop. If a joint's motion causes the limbs to move away from the collision, the joint's motion is unrestricted. A different collision constraint may be present in the set of constraints for each collision sought to be prevented.

#### Dynamic Consistency Constraint

Insight from human movement control reveals that humans may optimize their energy consumption when performing redundant tasks. That is, if the Cartesian space inputs describe a redundant joint configuration space having infinite solutions, the solution which minimizes the kinetic energy may be a suitable choice in predicting a natural human posture. Here, the dynamic consistency constraint is configured to preference the solution for the DOF vector  $q$  that minimizes (or at least reduces) the kinetic energy required to complete the

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task/s. The dynamic consistency constraint may also be interpreted as the solution ensures that the virtual subject is dynamically balanced when accomplishing the task/s.

The dynamics of the human body in joint-space can be written in terms of an ( $n \times n$ ) joint-space inertia matrix (JSIM)  $H(q)$  as:

$$\tau = H(q)\ddot{q} + C(q, \dot{q})\dot{q} + \tau_g(q) + J^T f_e, \quad (34)$$

where  $q$ ,  $\dot{q}$ ,  $\ddot{q}$ , and  $\tau$  denote ( $n \times 1$ ) generalized vectors of joint positions, velocities, accelerations and forces, respectively.  $C$  is an ( $n \times n$ ) matrix such that  $C \dot{q}$  is the ( $n \times 1$ ) vector of Coriolis and centrifugal terms.  $\tau_g$  is the ( $n \times 1$ ) vector of gravity terms.  $J$  is a Jacobian matrix, and  $f_e$  is the external spatial force acting on the system.

Solving the inverse differential kinematic model of equations 13 and 20 approximates a determination of the minimum instantaneous weighted kinetic energy of the virtual subject since the sum of squares of joint velocities are minimized. To improve upon this determination of the minimum instantaneous kinetic energy, the set of constraints includes dynamic consistency weight matrix  $W_d$  including diagonal coefficients corresponding to diagonal elements of the joint space inertia matrix  $H(q)$ .  $W_d$  may be expressed as:

$$W_d = \text{diag}(H(q))^{-1}. \quad (35)$$

where  $I$  is the identity matrix. In practice, the impact of dynamic consistency weight matrix  $W_d$  is a penalization of joint motion that displace a segment having a large mass and/or inertia, for example the torso.

The forces used to generate motions can provide useful information for evaluating designs. In one embodiment,  $H(q)$  can be solved to determine the average absolute power required to actuate all joints the duration of a motion (e.g., for the duration of a task) to determine the energetic cost of that motion.

$$P_{tot} = \frac{1}{N_s} \sum_{j=1}^{N_s} |\tau_j^T \dot{q}_j| \quad (36)$$

#### Example Method

FIG. 2 is a flowchart for determining a virtual subject's posture over time when carrying out a task in a vehicle occupant packaging design, according to one embodiment. A computer system receives **210** at least one task, a virtual subject model including parameters, a vehicle occupant packaging design, and a set of constraints. The computer system **100** determines **220** an initial posture prior to the virtual subject carrying out the task. Using the initial posture as a starting point, the computer system **100** determines **230** the pose of the virtual subject throughout the carrying out of the task by the virtual subject. The determination of pose includes determining a posture for each of a number of units of time during the accomplishment of the task by the virtual subject. Thus, this determination **230** may involve repeating **235** a posture determination for each unit of time during task accomplishment. The computer system **100** analyzes **240** the pose to determine whether the design is feasible for the virtual subject.

FIG. 4 is a flowchart for determining an individual posture during accomplishment of a task, according to one embodiment. FIG. 4 shows one iteration of determination **230** from FIG. 2. As above, the posture determination system **104** accesses **402** a posture  $q_{t-1}$  from the previous unit in time  $t-1$ . The posture determination system **104** also accesses **404** a

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task p to be accomplished. The posture determination system 104 also accesses 406 a set of constraints to be obeyed during accomplishment of the task p.

The pose determination system 104 uses these inputs to determine 408 the posture  $q_t$  410 for the next unit in time t. The posture  $q_t$  410 for time t may be collected along with the other determined postures for output to the analysis system 106. Additionally, the posture  $q_t$  410 for time t is fed back into the pose determination system 104 for determination of the posture  $q_{t+1}$  (not shown) for the next instant in time. This process is repeated until the task is completed, or until the set of constraints can no longer be obeyed. If the constraints are violated, rather than returning a complete pose, the pose determination system 104 may error out and indicate that the task cannot be accomplished by the virtual subject.

#### Additional Considerations

Reference in the specification to “one embodiment” or to “an embodiment” means that a particular feature, structure, or characteristic described in connection with the embodiments is included in at least one embodiment. The appearances of the phrase “in one embodiment” or “an embodiment” in various places in the specification are not necessarily all referring to the same embodiment.

Some portions of the detailed description are presented in terms of algorithms and symbolic representations of operations on data bits within a computer memory. These algorithmic descriptions and representations are the means used by those skilled in the data processing arts to most effectively convey the substance of their work to others skilled in the art. An algorithm is here, and generally, conceived to be a self-consistent sequence of steps (instructions) leading to a desired result. The steps are those requiring physical manipulations of physical quantities. Usually, though not necessarily, these quantities take the form of electrical, magnetic or optical signals capable of being stored, transferred, combined, compared and otherwise manipulated. It is convenient at times, principally for reasons of common usage, to refer to these signals as bits, values, elements, symbols, characters, terms, numbers, or the like. Furthermore, it is also convenient at times, to refer to certain arrangements of steps requiring physical manipulations or transformation of physical quantities or representations of physical quantities as modules or code devices, without loss of generality.

However, all of these and similar terms are to be associated with the appropriate physical quantities and are merely convenient labels applied to these quantities. Unless specifically stated otherwise as apparent from the following discussion, it is appreciated that throughout the description, discussions utilizing terms such as “processing” or “computing” or “calculating” or “determining” or “displaying” or “determining” or the like, refer to the action and processes of a computer system, or similar electronic computing device (such as a specific computing machine), that manipulates and transforms data represented as physical (electronic) quantities within the computer system memories or registers or other such information storage, transmission or display devices.

Certain aspects of the embodiments include process steps and instructions described herein in the form of an algorithm. It should be noted that the process steps and instructions of the embodiments can be embodied in software, firmware or hardware, and when embodied in software, could be downloaded to reside on and be operated from different platforms used by a variety of operating systems. The embodiments can also be in a computer program product which can be executed on a computing system.

The embodiments also relate to an apparatus for performing the operations herein. This apparatus may be specially

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constructed for the purposes, e.g., a specific computer, or it may comprise a general-purpose computer selectively activated or reconfigured by a computer program stored in the computer. Such a computer program may be stored in a computer readable storage medium, such as, but is not limited to, any type of disk including floppy disks, optical disks, CD-ROMs, magnetic-optical disks, read-only memories (ROMs), random access memories (RAMs), EPROMs, EEPROMs, magnetic or optical cards, application specific integrated circuits (ASICs), or any type of media suitable for storing electronic instructions, and each coupled to a computer system bus. Memory can include any of the above and/or other devices that can store information/data/programs and can be transient or non-transient medium, where a non-transient or non-transitory medium can include memory/storage that stores information for more than a minimal duration. Furthermore, the computers referred to in the specification may include a single processor or may be architectures employing multiple processor designs for increased computing capability.

The algorithms and displays presented herein are not inherently related to any particular computer or other apparatus. Various general-purpose systems may also be used with programs in accordance with the teachings herein, or it may prove convenient to construct more specialized apparatus to perform the method steps. The structure for a variety of these systems will appear from the description herein. In addition, the embodiments are not described with reference to any particular programming language. It will be appreciated that a variety of programming languages may be used to implement the teachings of the embodiments as described herein, and any references herein to specific languages are provided for disclosure of enablement and best mode.

In addition, the language used in the specification has been principally selected for readability and instructional purposes, and may not have been selected to delineate or circumscribe the inventive subject matter. Accordingly, the disclosure of the embodiments is intended to be illustrative, but not limiting, of the scope of the embodiments, which is set forth in the claims.

While particular embodiments and applications have been illustrated and described herein, it is to be understood that the embodiments are not limited to the precise construction and components disclosed herein and that various modifications, changes, and variations may be made in the arrangement, operation, and details of the methods and apparatuses of the embodiments without departing from the spirit and scope of the embodiments as defined in the appended claims.

What is claimed is:

1. A computer-implemented method comprising:

accessing an initial posture of an articulated system at an initial time, the initial posture comprising angles for a plurality of degrees of freedom of the articulated system; accessing a vehicle occupant packaging design and a task to be accomplished by the articulated system within the design;

accessing a set of constraints limiting how the degrees of freedom of the articulated system are manipulated to accomplish the task, wherein the constraints comprise a contact constraint preventing motion by the articulated system away from a component present in the design; and

determining a plurality of postures for articulated system subsequent to the initial time during accomplishment of the task, wherein determining the postures comprises determining a manipulation over time of the degrees of free-

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dom of the articulated system that accomplishes of the task while also obeying the set of constraints.

2. The method of claim 1, wherein determining the postures comprises prioritizing the contact tasks over accomplishment of the task. 5

3. The method of claim 1, wherein the set of constraints comprise a discomfort objective, and wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the discomfort objective. 10

4. The method of claim 1, wherein the set of constraints comprise a joint limit objective, and wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the joint limit objective. 15

5. The method of claim 1, wherein the set of constraints comprise a collision avoidance objective, and wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the collision avoidance objective. 20

6. The method of claim 1, wherein the set of constraints comprise a self-penetration avoidance objective, and wherein determining the posture for one of the subsequent times comprises weighting the determination of the updated angles of the degrees of the degrees of freedom based on the self-penetration avoidance objective. 25

7. The method of claim 1, wherein determining the postures comprises performing a closed loop inverse kinematic computation on the posture from a previous time and based on the set of constraints. 30

8. The method of claim 1, further comprising: analyzing the postures to determine whether the operational task is capable of being accomplished by the virtual subject. 35

9. The method of claim 1, further comprising: analyzing the postures to determine a feasibility of the task, wherein the feasibility is based on at least one from the group consisting of: 40

- a torque required of the articulated system to complete the task,
- a force required of the articulated system to complete the task,
- a degree of discomfort incurred by the articulated system in completing the task,
- an amount of energy required to complete the task, and
- an amount of physiological effort required to hold a last of the posture upon completion of the task.

10. The method of claim 1, wherein the articulated model is of a virtual subject modeling a human subject. 45

11. A non-transitory computer-readable storage medium containing executable computer program code, the code comprising instructions configured to: 50

- access an initial posture of an articulated system at an initial time, the initial posture comprising angles for a plurality of degrees of freedom of the articulated system;
- access a vehicle occupant packaging design and a task to be accomplished by the articulated system within the design;
- access a set of constraints limiting how the degrees of freedom of the articulated system are manipulated to accomplish the task, wherein the constraints comprise a

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contact constraint preventing motion by the articulated system away from a component present in the design; and

determine a plurality of postures for articulated system subsequent to the initial time during accomplishment of the task, wherein determining the postures comprises determining a manipulation over time of the degrees of freedom of the articulated system that accomplishes of the task while also obeying the set of constraints.

12. The non-transitory computer-readable storage medium of claim 11, wherein determining the postures comprises prioritizing the contact tasks over accomplishment of the task. 5

13. The non-transitory computer-readable storage medium of claim 11, wherein the set of constraints comprise a discomfort objective, and wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the discomfort objective. 10

14. The non-transitory computer-readable storage medium of claim 11, wherein the set of constraints comprise a joint limit objective, and wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the joint limit objective. 15

15. The non-transitory computer-readable storage medium of claim 11, wherein the set of constraints comprise a collision avoidance objective, and wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the collision avoidance objective. 20

16. The non-transitory computer-readable storage medium of claim 11, wherein the set of constraints comprise a self-penetration avoidance objective, and wherein determining the posture for one of the subsequent times comprises weighting the determination of the updated angles of the degrees of the degrees of freedom based on the self-penetration avoidance objective. 25

17. The non-transitory computer-readable storage medium of claim 11, wherein determining the postures comprises performing a closed loop inverse kinematic computation on the posture from a previous time and based on the set of constraints. 30

18. A system for controlling an articulated system, the system comprising: 35

- a processor for executing executable computer program code;
- a computer-readable storage medium containing the executable computer program code configured to: 40

- access an initial posture of an articulated system at an initial time, the initial posture comprising angles for a plurality of degrees of freedom of the articulated system;
- access a vehicle occupant packaging design and a task to be accomplished by the articulated system within the design;
- access a set of constraints limiting how the degrees of freedom of the articulated system are manipulated to accomplish the task, wherein the constraints comprise a contact constraint preventing motion by the articulated system away from a component present in the design; and

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determine a plurality of postures for articulated system subsequent to the initial time during accomplishment of the task,

wherein determining the postures comprises determining a manipulation over time of the degrees of freedom of the articulated system that accomplishes of the task while also obeying the set of constraints.

**19.** The system of claim **18**,

wherein determining the postures comprises prioritizing the contact tasks over accomplishment of the task.

**20.** The system of claim **18**,

wherein the set of constraints comprise a discomfort objective, and

wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the discomfort objective.

**21.** The system of claim **18**,

wherein the set of constraints comprise a joint limit objective, and

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wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the joint limit objective.

**22.** The system of claim **18**,

wherein the set of constraints comprise a collision avoidance objective, and

wherein determining the postures comprises weighting the manipulation of the degrees of freedom based on the collision avoidance objective.

**23.** The system of claim **18**,

wherein the set of constraints comprise a self-penetration avoidance objective, and

wherein determining the posture for one of the subsequent times comprises weighting the determination of the updated angles of the degrees of the degrees of freedom based on the self-penetration avoidance objective.

**24.** The system of claim **18**, wherein determining the postures comprises performing a closed loop inverse kinematic computation on the posture from a previous time and based on the set of constraints.

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